rotring NC-scriber 10 — QUICK-REFERENCE GUIDE

to Operating Instructions Art.No. 691 5452

2.5	**Starting operations**	Switch on power. Insert type-style cassette.	
	Start program	START CHECK	Scribing tool in position, characters upright, height h = 3.5 mm.
3.2	**Key in character height**	h ∗0 ∗0 ø5 ∗0	h=5 mm
3.3	**Character width (condensed / extended)**	FUNCT 3 CASS CODE ¡1 ¡1 e.g. 70% ∗0 ü7 ∗0	100%= abcdef abcdefghi
3.4	**Drawing / writing speed**	FUNCT 3 CASS CODE Code Step ¡1 ô2 ¡1 = 0.5 cm/s ¡1 ô2 ò2 = 2.0 cm/s	
3.5	**Lowercase characters**	é A è B à C ä D å E	abcde
	Initial letter capital	FUNCT 2 é A è B à C ä D å E	Abcde
	ALL CAPITALS	☼ FUNCT 2 é A è B à C ä D å E	ABCDE
	Letters with diacritical marks	FUNCT 3 { é A è B à C ä D å E }	éèàäâ
3.6	**Key in inclination: 46° - 134° = (046 - 134)**	(e.g. 75°) FUNCT 3 h ∗0 ü7 ø5	75°rechts
3.9	**Spacebar**	BS	→
	Backspace 1 character	FUNCT 3 BS	←
3.10	**Line change**	e	
	Return to start of line	1. e 2. FUNCT 3 e	1. Start of first line 2. Start of present line
3.12	**Set up to 10 TABS, e.g. to write tables**	FUNCT 3 TAB — Set TAB; TAB — Move to TAB; TAB FUNCT 3 TAB — Clear TAB	cdmnfg kcwofk lumexyp atlcme ▽ egnedcw klmkuaf jbuldef adspry ▽ abclkmen bbergt meharms klmkuaf
3.13	**Raster-size characters**	FUNCT 3 CASS CODE { ON: ∗0 ¡1 OFF: ∗0 ô2 }	Raster=0,8h
3.14	**Rotate writing direction in 90° steps**	FUNCT 3 90° ∗0 æ9 ∗0 e A è B à C	ABC
4.1	**Drawing lines**	1. 2. FUNCT 2 3. FUNCT 3 Hold "line key" down	1. ——— 2. — — — 3. — · — · —

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4.2	**Drawing circle**	FUNCT 3 ∗0 ¡1 ø5 ∗0 RUN DEL 1. 2.	1. Align 2. Execute
4.3	**Frames** ↕ = 2 h	1. 2. FUNCT 2 3. FUNCT 3	1. 2. 3.
4.4	**Select line-type**	FUNCT 3 CASS CODE ——— Code 51 – – – – Code 52 —·—·— Code 53	
4.5	**Drawing dimension lines with arrows**	90° ← Hold "dimension line key" down → ⊙	←→
4.6	**Tolerance data, superscripts, subscripts**	ô2 ∗0 TOL TAPE ¡+ ¡+ ∗0 '= ø5 TOL TAPE ☼ ô– ô– ∗0 '= ô2 ●	$20^{+0,5}_{-0,2}$
4.8	**Call up symbols from cassettes (e.g. Electronics, code 031)**	CASS CODE ∗0 ü3 ¡1 RUN DEL CASS CODE ☼ 1. 2. ●	1. Align 2. Execute

Operational memory: capacity 4 Kbyte for total of 2500 instructions, adresses 01 - 99

5.3	**Next free memory address: call up and input**	FUNCT 3 RM M? M ∗0 ∗0	LCD shows free address and capacity, memory ready for input
5.5	**Call up memory address (e.g. address 01)**	FUNCT 3 RM M? M ∗0 ¡1	LCD shows free capacity in byte, memory ready for input
	Key in the word "Text"	FUNCT 2 ¡T é E ñ W ¡T	LCD shows: Tewt
	Correction (LCD) **Close memory**	FUNCT 3 BS FUNCT 3 BS E X ¡T RUN DEL	Text
5.6	**Call up "Text" from memory (e.g. address 01)**	RM M? M ∗0 ¡1 RUN DEL	Text
5.7	**Change scale and call up "Text" from memory**	FUNCT 3 INS UP SCALE ô2 ∗0 ∗0 RM M? M ∗0 ¡1 RUN DEL	Scale = 200% Text
5.8	**Read memory contents on LCD (e.g. address 01)**	FUNCT 2 RM M? M ∗0 ¡1 '= ∗0 ¡1 1/10 h ↑ 1/10 h ⇦ Text moves on LCD ⇨ 1/10 h ↓ 1/10 h	LCD shows: remaining free capacity, instruction code and text
5.16	**Erase memory contents (e.g. address 01)**	FUNCT 3 RM M? M ∗0 ¡1 RUN DEL	Memory contents erased